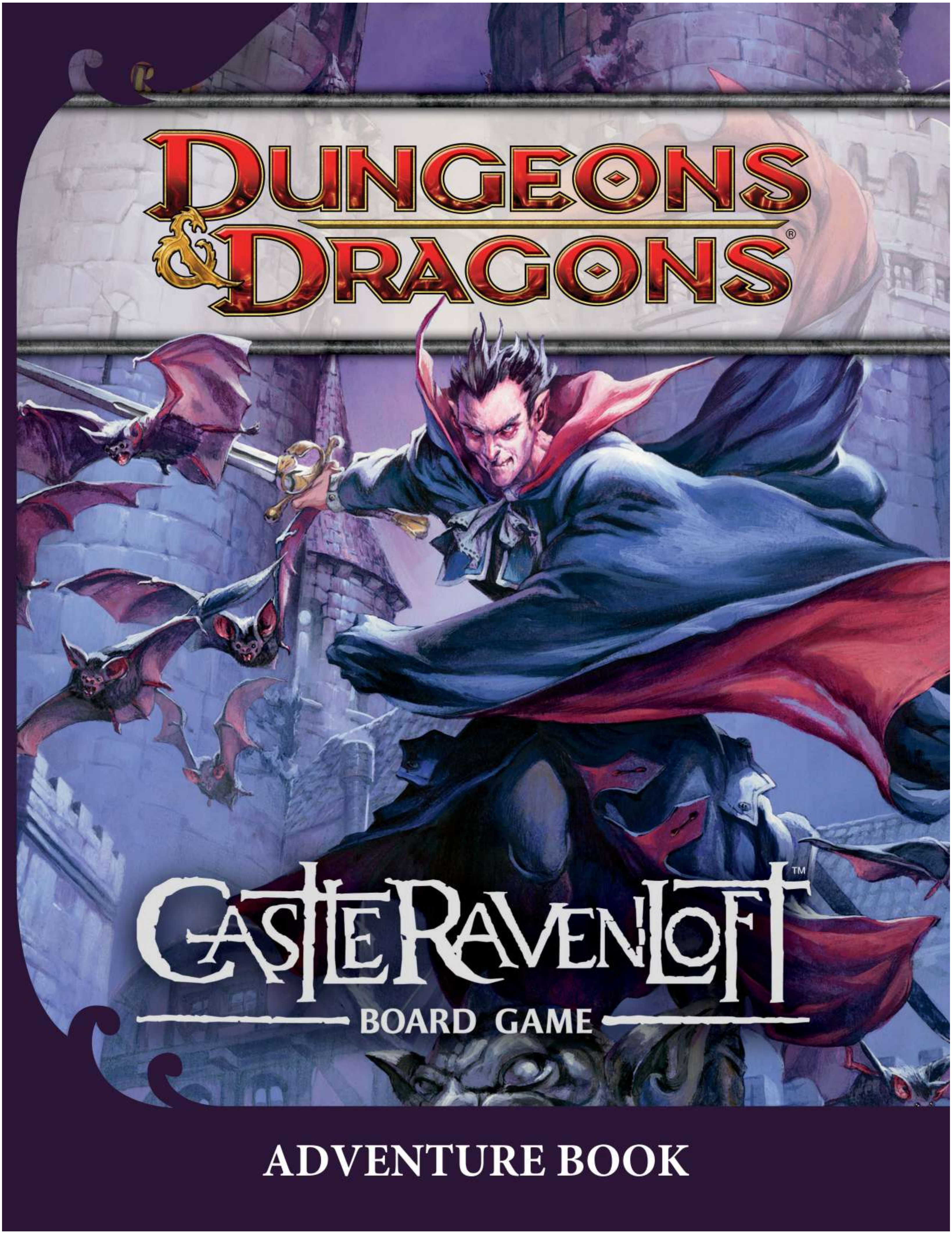


DUNGEONS & DRAGONS®

CASTLE RAVENLOFT™

BOARD GAME

ADVENTURE BOOK

HOW TO USE THE ADVENTURE BOOK

The Dungeons & Dragons® Castle Ravenloft™ Board Game is a cooperative adventure game. You and your fellow Heroes must work as a team to succeed in the adventures that unfold within the castle. You either win together or lose together.

This book contains the adventures to challenge your Heroes. Play the solo adventure, "Adventure 1: Escape the Tomb" (page 3) to get a feel for how the game plays, then try "Adventure 2: Find the Icon of Ravenloft" (page 4) with a group of players.

After that, feel free to play the adventures in any order you like. And check out www.DungeonsandDragons.com, where you can find bonus adventures for use with this and other Dungeons & Dragons board games.

How the Adventures Work

Each adventure contains the following sections:

Goal: What the Heroes need to accomplish in order to win the adventure.

Number of Heroes: How many Heroes the adventure is designed to handle. This number usually corresponds to the number of players (one Hero for each player). You can play any of the adventures as a solo experience, where you run all of the Heroes, if you can't find other players.

Adventure Setup: This section provides details about any special setup needs of the adventure, including notes related to Dungeon Tiles, Monsters, tokens, and other game elements. The recommended first adventures also tell you which Power Cards to select for each Hero.

Special Adventure Rules: This section contains any new rules or rules changes to be incorporated into the adventure. It also describes any special Victory and Defeat conditions for the Heroes.

Start the Adventure: Read this text aloud to set the scene of the adventure for the players. Some adventures also feature a read-aloud section for when a significant scene takes place in the adventure.

Making Adventures More or Less Challenging

To make an adventure more challenging, reduce the number of Healing Surge tokens from two to one.

To make an adventure easier, increase the number of Healing Surge tokens from two to three.

If This Is Your First Game, Use These Hero Power Cards

Fighter: Dragon's Breath, Cleave, Tide of Iron, Precise Strike, Unstoppable

Cleric: Healing Word, Healing Strike, Lance of Faith, Beacon of Hope, Shield of Faith

Wizard: Fey Step, Magic Missile, Thunderwave, Fireball, Shield

Ranger: Careful Attack, Hunter's Shot, Bounding Attack, Unbalancing Parry

Rogue: Sneak Attack, Deft Strike, Snipe Shot, Dagger Barrage, Stealth

ADVENTURE 1

Escape the Tomb

A Hero, alone in the dungeon crypts,must escape before the sun sets and Strahd returns . . .

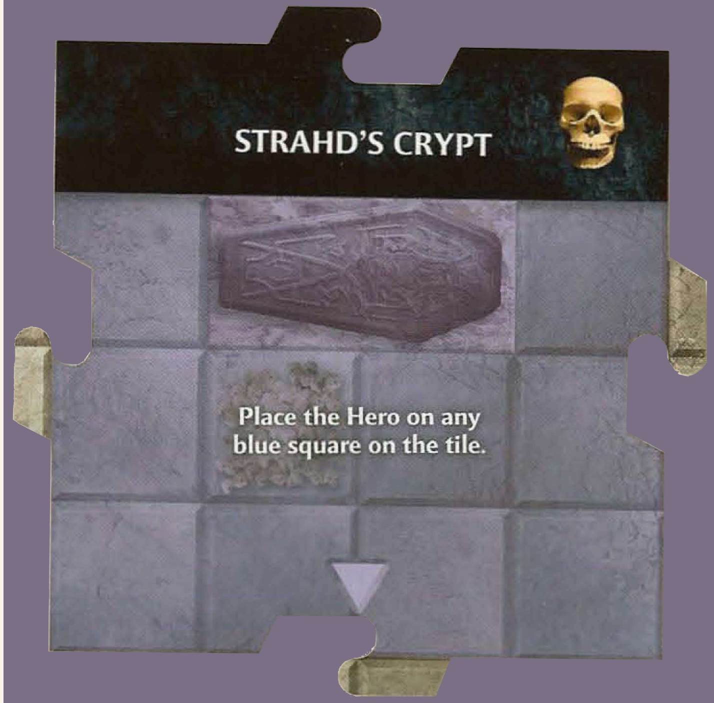
Goal: Find the Secret Stairway tile that leads out of the dungeon before Strahd defeats you!

Number of Heroes: 1 Hero (solo experience)

Adventure Setup

Special Components in this Adventure: Strahd's Crypt Dungeon Tile, Secret Stairway Dungeon Tile, Sun token, Strahd Villain Card, Strahd figure.

Place the **Strahd's Crypt** tile on the table. Place the Hero on any square on the tile.


STRAHD'S CRYPT
Place the Hero on any blue square on the tile.

Take the **Secret Stairway** tile from the Dungeon Tile stack and set it aside. Shuffle the rest of the Dungeon Tile stack and, with-out looking at any of the tiles, put the Secret Stairway tile into the Dungeon Tile stack after the 10th tile.

Place the **Sun** token on the first (morning) circle of the **Time Track** below.

Special Adventure Rules

Whenever the Hero explores and draws a new Dungeon Tile with a white arrow, move the Sun token one circle to the right on the Time Track.

When you move the Sun token onto the last circle of the Time Track, the sun sets and Strahd wakes up!

- Find the Strahd Villain Card and place the Strahd figure on the bone pile on the Strahd's Crypt tile. Strahd activates at the start of each player's Villain Phase.

Victory: You win the game when a Hero starts his or her turn on the Secret Stairway tile.

Defeat: The Hero loses this adventure if he or she has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

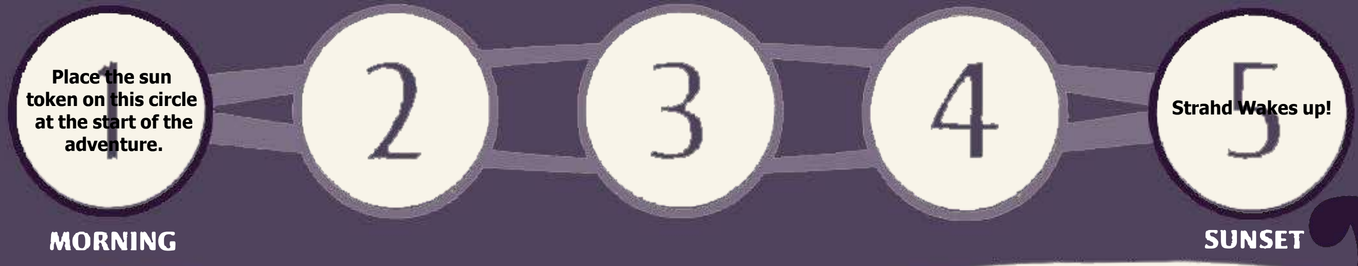
When You Start the Adventure, Read:

You wake up alone in the depths of Castle Ravenloft. The last thing you remember was when the man with the piercing eyes and long cape approached you on the dark street outside the inn. It had to be Count Strahd, the vampire! Outside the castle, you know that the sun is high in the sky. Now you have to find your way out of here before the sun sets and Strahd returns to finish whatever foul plot he began last night.

When the Sun Sets, Read:

Somewhere in the darkness behind you, you hear the sound of stone scrapping on stone. It must be the sound of Strahd's coffin lid sliding open. The vampire lord has awakened

TIME TRACK


1
Place the sun token on this circle at the start of the adventure.
2
3
4
5
Strahd Wakes up!
MORNING
SUNSET

ADVENTURE 2
Find the Icon of Ravenloft

The Heroes must enter the depths of Castle Ravenloft and locate the one chamber untouched by the evil of the place–the Chapel. There, the Icon of Ravenloft waits to help end Strahd's evil.

Goal: Find the hidden Chapel and recover the lost Icon of Raven loft.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

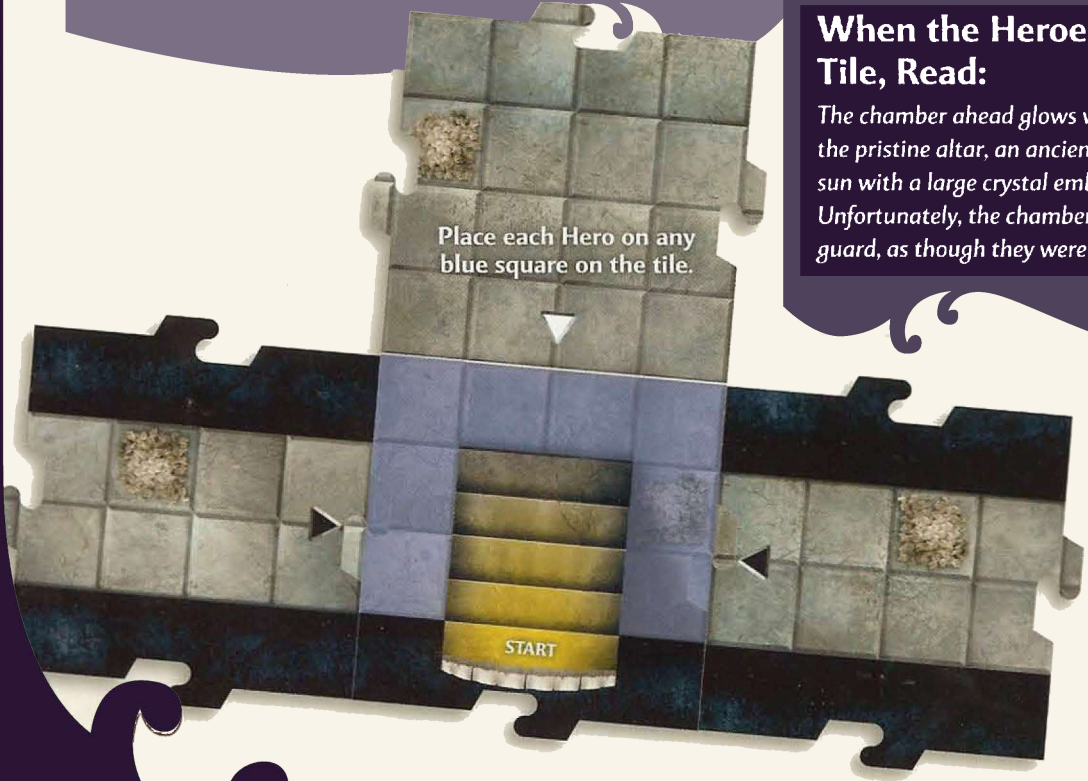
Special Components in this Adventure: Start Dungeon Tile, two Hallway Dungeon Tiles, Chapel Dungeon Tile, Icon of Ravenloft Treasure Card, Icon of Ravenloft token.

Place the Start tile on the table. Place the two **Hallway** tiles adjacent to the Start tile.

Place each Hero on a square adjacent to the stairway on the Start tile.

Take the **Chapel** tile from the Dungeon Tile stack and set it aside. Shuffle the rest of the Dungeon Tile stack, take 3 tiles from it, and shuffle the Chapel into those tiles. Then, without looking at any of the tiles, put the shuffled Chapel and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Chapel tile will appear between the 9th and 12th tile drawn.)

Find the **Icon of Ravenloft** Treasure Card and **Icon of Ravenloft token** and put them aside. Shuffle the Treasure Card deck.


Place each Hero on any blue square on the tile.
START

Special Adventure Rules

Chapel Tile: When a Hero finds the Chapel, do the following:

- Each player draws a Monster Card and places the Monster on the Chapel tile.
- Place the Icon of Ravenloft token on the Chapel's altar.
- For the rest of the adventure, each player draws an Encounter Card at the start of his or her Villain Phase.
- The Hero that ends his or her Hero Phase next to the Icon of Ravenloft token can pick it up. Give the Icon of Ravenloft Treasure Card and token to that Hero.

Victory: The Heroes win this adventure when they destroy all of the Monsters placed on the Chapel and recover the Icon of Ravenloft.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

A cleric in Barovia has told you about the legend of the Icon of Ravenloft. He believes that the lost artifact still exists, resting in the hidden Chapel deep within the castle. "The Chapel remains a safe haven, a place of goodness and light in all that terrible darkness," the cleric explained. "If you can bring the icon to me, I can use it to defend the town from Strahd and his minions–and perhaps even find a way to destroy the vampire lord once and for all!" Now you stand at the bottom of the stairs leading into the dungeon crypts. The only thing between you and your goal–endless corridors of darkness and an army of monsters!

When the Heroes Reveal the Chapel Tile, Read:

The chamber ahead glows with the light of faith and goodness. On the pristine altar, an ancient platinum medallion shaped like the sun with a large crystal embedded in its center waits to be collected. Unfortunately, the chamber isn't empty. Some monsters stand guard, as though they were waiting for you to arrive.

ADVENTURE 3

Klak's Infernal Artifact

The Heroes must enter the dungeon crypts and discover the source of the chaos magic that has suddenly begun to torment the land.

Goal: Defeat Klak and destroy the infernal artifact.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

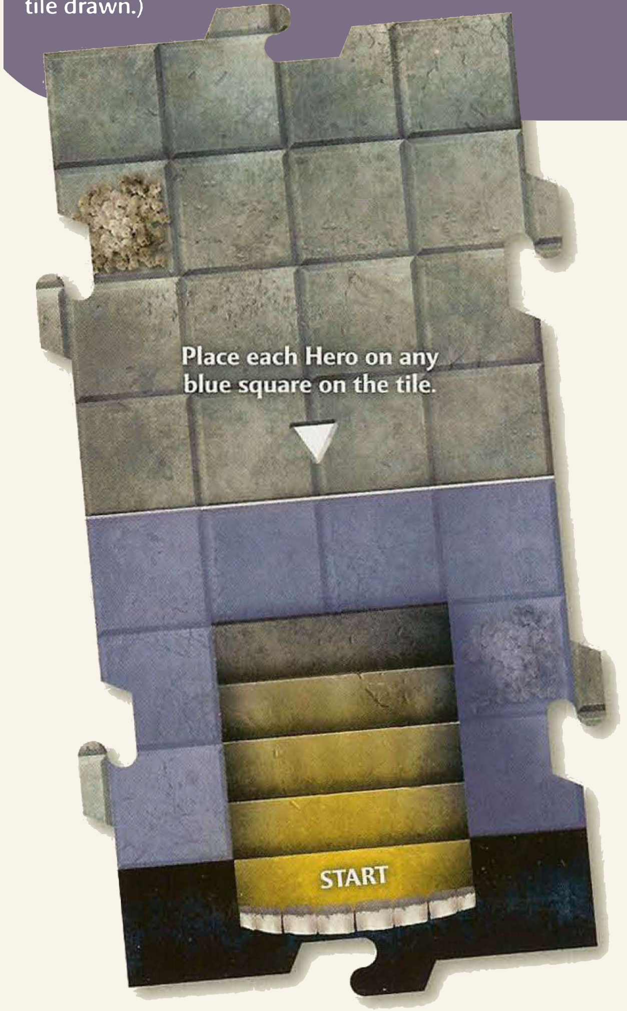
Special Components in this Adventure: Start Dungeon Tile, Laboratory Dungeon Tile, Klak Villain Card, Klak figure, Klak's Artifact token.

Each player shuffles the Power Cards he or she isn't using and puts them face down on the table, creating a Power Card deck for later use.

Place the **Start** tile on the table.

Place each Hero on a square adjacent to the stairway on the Start tile.

Take the **Laboratory** tile from the Dungeon Tile stack and set it aside. Shuffle the rest of the Dungeon Tile stack. Take 4 tiles from it, and shuffle the Laboratory into those tiles. Then, without looking at any of the tiles, put the shuffled Laboratory and 4 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Laboratory tile will appear between the 9th and 13th tile drawn.)


Place each Hero on any blue square on the tile.
START

Special Adventure Rules

Whenever the Heroes cancel an Encounter Card, the active Hero takes 1 damage.

Whenever a Hero explores and draws a new Dungeon Tile with a white arrow, he or she can discard a Treasure Card to gain a new power. That Hero draws the top card of his or her Power Card deck and adds that power to his or her selected powers for the rest of the adventure. This is an effect of the chaos magic produced by Klak's infernal experiments.

Laboratory Tile: When a Hero reveals the Laboratory, do the following:

- Instead of drawing a Monster Card for the tile, find the **Klak Villain Card** and place **Klak** on the bone pile on the Laboratory tile. Klak activates at the start of each player's Villain Phase.
- Place the **Klak's Artifact** token on the Laboratory tile.
- Attacking Klak's Artifact will destroy it. When attacking the artifact, treat the artifact as a Monster. The artifact has an Armor Class of 15 and 5 Hit Points.

Victory: The Heroes win the adventure by defeating Klak and destroying his artifact.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

In recent days, storms of chaotic magic have swirled out of Castle Ravenloft and wreaked havoc throughout the land of Barovia. The town's council of elders has asked you to enter the castle, discover the cause of this deadly magic, and put a stop to the periodic storms before all of Barovia is destroyed.

When the Heroes Reveal the Laboratory Tile, Read:

The chamber ahead appears to be a magic-user's laboratory, although it appears that the practitioner working here indulges in dark magic. You see a kobold in sorcerer's robes. He is in the midst of casting a ritual over a strange artifact. "Klak is busy!" the kobold sorcerer shouts when he notices you. "I must finish my work before Master Strahd becomes angry. Go away!" As you watch, a wave of chaotic energy radiates from the artifact and swirls upward, toward Barovia. "Soon," Klak says, "my infernal artifact will be ready to cast its spell and destroy Barovia! Hahaha!"

ADVENTURE 4
Daylight Assault

The Heroes enter the dungeon crypts early in the morning to steal Strahd's treasures while he sleeps.

Goal: Collect 12 Treasure Cards and escape from the dungeon with them.

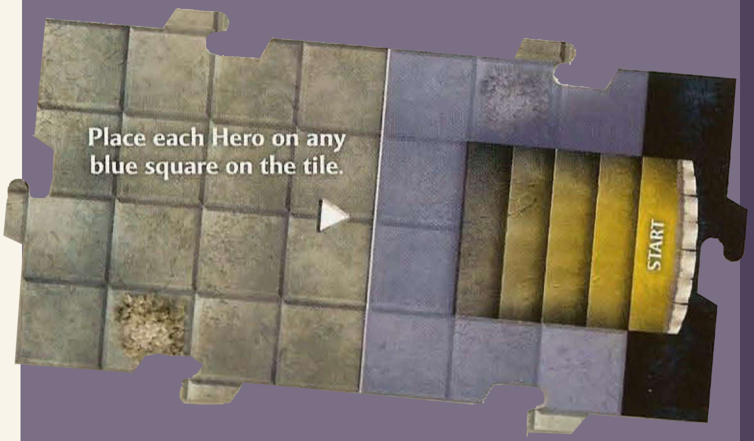
Number of Heroes: 2-5 Heroes group adventure).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Sun token.

Place the **Start** tile on the table. Place each Hero on a square adjacent to the stairway on the Start tile.

Shuffle the Dungeon Tile stack. There is no special Dungeon Tile for this adventure.


Place each Hero on any blue square on the tile.

Place the **Sun** token on the first (morning) circle of the **Time Track** below.

Special Adventure Rules

Whenever a Hero explores and draws a new Dungeon Tile with a white arrow, move the Sun token one circle to the right on the Time Track.

When you move the Sun token onto the last circle, the sun sets and Castle Ravenloft becomes more dangerous.

- For the rest of the adventure, each player draws an Encounter Card at the start of his or her Villain Phase.
- If a Hero uses a Treasure Card that is discarded after it is used, that card doesn't count toward the number of cards needed to achieve victory.
- The Hero that ends his or her Hero Phase on the Start tile can escape from the dungeon. Remove that Hero from play, including his or her figure, Power Cards, and Treasure Cards. That Hero can't re-enter the dungeon and no longer takes a Hero Phase or Exploration Phase. That Hero does continue to activate Monsters and Traps during his or her Villain Phase.

Victory: The Heroes win the adventure when any number of Heroes escapes the dungeon with a total of 12 Treasure Cards. (One Hero can end his or her turn on the Start tile with all 12 cards, for example, or three Heroes can carry 4 cards each to attain victory.)

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

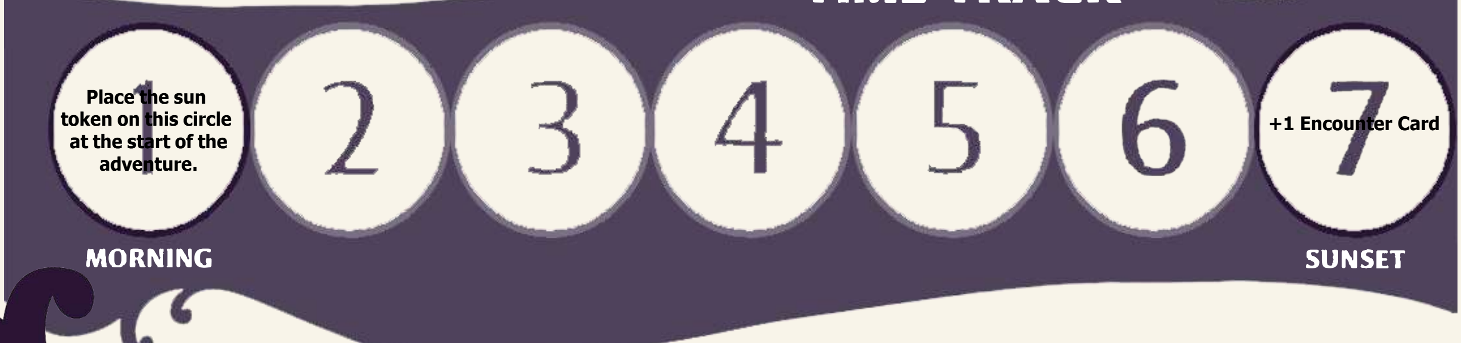
When You Start the Adventure, Read:

You have come up with a daring plan: Enter Castle Ravenloft during the day, while the vampire lord Strahd sleeps, and steal as many magic items as you can. Of course, not all of the monsters guarding the castle rest during the day . . .

When the Sun Sets, Read:

The castle suddenly seems to awaken, and you can hear a multitude of foul creatures stirring in the darkness all around you.

TIME TRACK


1
Place the sun token on this circle at the start of the adventure.
2
3
4
5
6
7
+1 Encounter Card
MORNING
SUNSET

ADVENTURE 5

The Final Transformation

The Heroes must help a young villager named Kavan. Strahd has begun the process of transforming Kavan into a vampire, and the only way to save him is to enter Castle Ravenloft.

Goal: Explore Castle Ravenloft to locate a magic fountain whose dark waters can reverse the magic transforming young Kavan into a vampire.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Dark Fountain Dungeon Tile, Kavan token Young Vampire Vil-lain Card Strahd figure, 5 Hit Point tokens.

Place the **Start** tile on the table. Place each Hero on a square adjacent to the stairway on the Start tile.

Place the **Kavan** token on a square adjacent to the stairway on the Start tile.

Take the **Dark Fountain** tile from the Dungeon Tile stack and set it aside. Shuffle the rest of the Dungeon Tile stack. Take 4 tiles from it, and shuffle the Dark Fountain into those tiles. Then, without looking at any of the tiles, put the shuffled Dark Fountain and 4 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Dark Fountain tile will appear between the 9th and 13th tile drawn.)

Special Adventure Rules

Because Castle Ravenloft and its denizens recognize Kavan as one of their own due to his impending transformation into a Vampire, Monsters don't attack him, he isn't affected by Encounter Cards and he can freely move through the dungeon.

When a Hero is adjacent to the Kavan token at the start of his or her Hero Phase, he or she can lead Kavan through the dun-geon. At the end of that Hero Phase, place the Kavan token in a square adjacent to the Hero.

Kavan: At the start of any Villain Phase, if there is a Monster on Kavan's tile, or if there is no Hero on Kavan's tile, Kavan tempo-rarily transforms into a Vampire! Replace the Kavan token with the Strahd figue (representing the transformed Kavan) and refer to the Young Vampire Villain Card. The Young Vampire immediately activates. At the start of each subsequent Villain Phase, check to see if the Young Vampire transforms back into Kavan (see below). If not, the Young Vampire activates again.

Young Vampire: At the start of any Villain Phase, if there is no other Monster on the Young Vampire's tile and there is at least one Hero on the tile, the Young Vampire transforms back into Kavan (it does not activate). Replace the Vampire figure with the Kavan token.

Dark Fountain Tile: When a Hero reveals the Dark Fountain, the denizens inside Castle Ravenloft realize what the Heroes are attempting and attack!

- Place 5 Hit Point tokens on the Dark Fountain tile.
- For the rest of the adventure, at the end of each Hero Phase, the active Hero draws a Monster Card and places the Monster on a tile within 2 tiles of the Hero's tile.

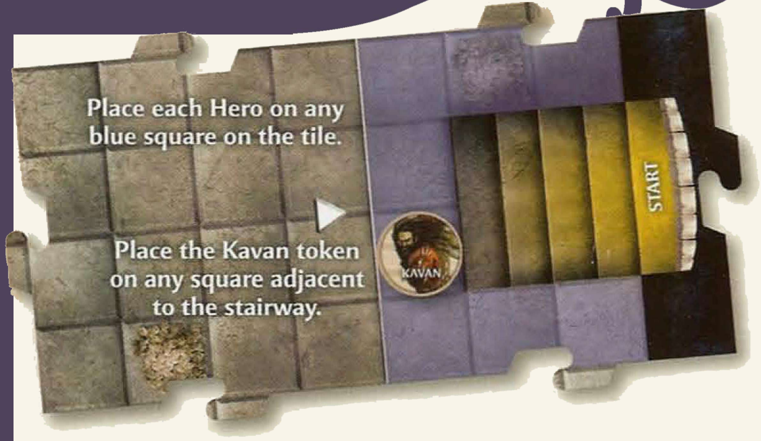
Whenever a Hero and Kavan are on the Dark Fountain tile at the end of that Hero's Hero Phase, a part of Strahd's vampiric essence inhabiting Kavan is destroyed. Remove 1 Hit Point token from the Dark Fountain tile.

Victory: The Heroes win the adventure when there are no Hit Point tokens remaining on the Dark Fountain tile. The vampiric essence within Kavan is gone, and the young villager is saved.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. The Heroes also lose if they destroy the Young Vampire (thus failing to save Kavan).

When You Start the Adventure, Read:

The cleric of Barovia has entrusted you with Kavan, a young villager who has been bitten by the vampire lord, Count Strahd. "To save this young man," the cleric explains, "you must enter the castle and find the dark fountain. The water in that fountain can reverse the vampiric curse flowing through Kavan's veins. But make sure that one of you always stays with Kavan, and be careful not to let any of Strahd's monsters get close to Kavan. He is close to succumbing to the vampiric curse, and the evil of the castle could cause him to . . . lose himself Be careful."


Place each Hero on any blue square on the tile.
Place the Kavan token on any square adjacent to the stairway.
KAVAN
START

ADVENTURE 6

Destroy the Dracolich

The Heroes enter the dungeon crypts to challenge Strahd's most-powerful ally, the dracolich Gravestorm.

Goal: Destroy Gravestorm, the evil dracolich that serves Count Strahd.

Number of Heroes: 2-5 Heroes (group adventure).

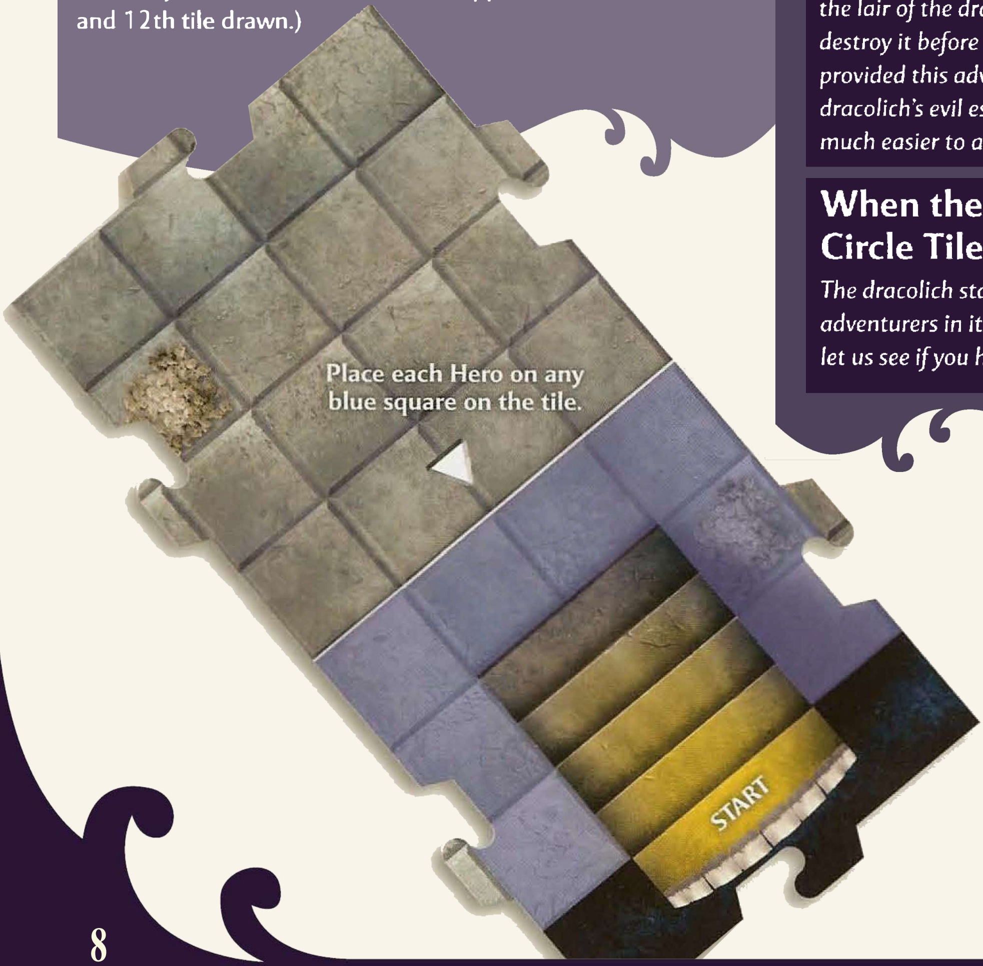
Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Laboratory Dungeon Tile, Arcane Circle Dungeon Tile, Graves-torm's Phylactery token, Gravestorm figure.

Place the Start tile on the table. Place each Hero on a square adjacent to the stairway on the **Start** tile.

Find the **Laboratory** tile and the **Gravestorm's Phylactery** token and set them aside.

Take the **Arcane Circle** tile from the Dungeon Tile stack and set it aside. Shuffle the rest of the Dungeon Tile stack, take 3 tiles from it, and shuffle the Arcane Circle into those tiles. Then, without looking at any of the tiles, put the shuffled Arcane Circle and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Arcane Circle tile will appear between the 9th and 12th tile drawn.)


Place each Hero on any blue square on the tile.
START

Special Adventure Rules

Arcane Circle Tile: When a Hero reveals the Arcane Circle, do the following:

- Instead of drawing a Monster Card for the tile, find the Gravestorm Villain Card and place the Gravestorm figure on the bone pile on the Arcane Circle tile. Gravestorm activates at the start of each player's Villain Phase.
- Place the Laboratory tile adjacent to an unexplored edge of a tile that is at least 4 tiles away from the Arcane Circle. (If there aren't any unexplored edges at least 4 tiles away, place the Laboratory tile as far away as possible.)
- Place the Gravestorm's Phylactery token on the table on the Laboratory tile. A Hero that is adjacent to the Phylactery can destroy it by making an attack during his or her Hero Phase.
- When the Phylactery is destroyed, Gravestorm takes 10 damage.

Victory: The Heroes win the adventure by defeating Gravestorm.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

An undead dragon called a dracolich has answered Strahd's call. Now it rampages through the countryside every night, destroying everything in its path. You decide to enter the dungeon crypts to find the lair of the dracolich. And then, if luck is with you, you plan to destroy it before it can attack Barovia again. The cleric of Barovia provided this advice: "Find the creature's phylactery. It holds the dracolich's evil essence. Destroy the phylactery, and your task will be much easier to accomplish."

When the Heroes Reveal the Arcane Circle Tile, Read:

The dracolich stands in the chamber ahead. "Gravestorm smells adventurers in its lair," the dracolich roars. "Come, tiny adventurers, let us see if you have the power to challenge Gravestorm."

ADVENTURE 7

Adventure: Impossible

The Heroes have been separated just as Strahd's most-powerful allies prepare to invade the town of Barovia. To stop this invasion, each Hero must assault the castle separately and try to clear a path for the next Hero in line.

Goal: Destroy three of Strahd's most powerful allies.

Number of Heroes: 1 Hero (solo adventure).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Arcane Circle, Dark Fountain, Fetid Den, Laboratory, Rotting Nook, Workshop, Crypt Corner 1-5 Dungeon Tile, Crypt Corner 6-10 Dungeon Tile, Crypt Corner 11-15 Dungeon Tile, Crypt Corner 16-20 Dungeon Tile, two Open Dungeon Tiles, Young Vampire Villain Card, Strahd figure, Howling Hag Villain Card, Howling Hag figure, Werewolf Villain Card, Werewolf figure, Kobold Sorcerer Villain Card, Kobold Sorcerer figure, Zombie Dragon Villain Card, Zombie Dragon figure, Flesh Golem Villain Card, Flesh Golem figure.

Place the **Start** tile on the table.

Place the **Crypt Corner** tiles as shown. Place two **Open** tiles as shown to fill out the starting dungeon crypt.

Find the following 6 Dungeon Tiles: **Arcane Circle**, **Dark Fountain**, **Fetid Den**, **Laboratory**, **Rotting Nook**, **Workshop**. Shuffle those tiles and put them face down on the table, creating a Lair stack.

Shuffle the Dungeon Tile stack. Take 7 tiles from the Dungeon Tile stack and then, without looking at any of the tiles, shuffle them with the top tile of the Lair stack. Repeat this process two more times, using a new tile from the Lair stack each time and putting the second set under the first 8 tiles, and the third set under the first 16 tiles. Then put the rest of the Dungeon Tile stack under those 24 tiles.

Roll the die to determine the order in which the Heroes will tackle Castle Ravenloft: 1-4: Fighter, 5-8: Wizard, 9-12: Rogue, 13-16: Cleric, 17-20: Ranger. Begin the adventure using the first Hero you rolled up. Place the Hero on a square adjacent to the stairway on the Start tile. Arrange the remaining Hero Cards in the order determined by the die rolls and set them aside. You might end up playing the other Heroes as the adventure unfolds.

Special Adventure Rules

Each of the tiles in the Lair stack corresponds to one of the Villains allied with Strahd. When you place the following tiles, instead of placing a Monster, add the Villain associated with the tile.

Arcane Circle: The Howling Hag **Dark**
Fountain: Young Vampire **Fetid Den:**
Werewolf
Laboratory: Klak, the Kobold Sorcerer
Rotting Nook: Zombie Dragon
Workshop: Flesh Golem

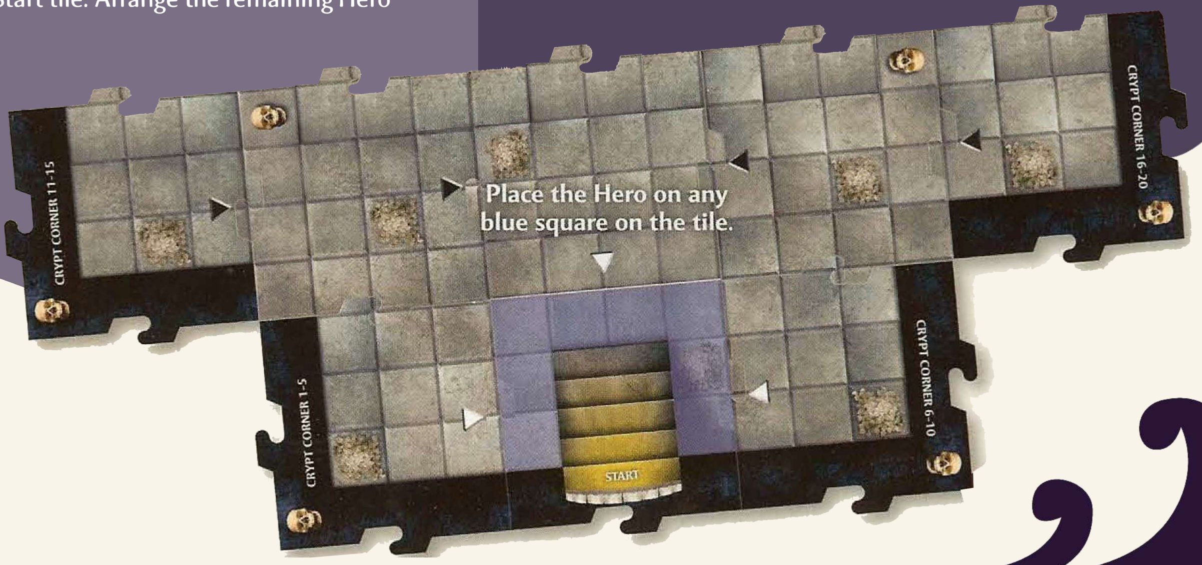
There are no Healing Surge tokens in this adventure. Instead, whenever a Hero is reduced to 0 Hit Points, complete the current Villain Phase. Then start your next Hero Phase by putting a new Hero into play from the remaining Hero Cards. Each time you start a new Hero, place that Hero adjacent to the stairs on the Start tile.

Victory: The Heroes win the adventure by defeating three of Strahd's greatest allies. The fewer Heroes you need to use to win, the greater your victory!

Defeat: The Heroes lose this adventure if the final Hero is reduced to 0 Hit Points and any of the three Villains is undefeated.

When You Start the Adventure, Read:

Strahd has launched a terrible attack on Barovia. With foul magic, he has separated the adventurers. Each Hero is farther away from the castle than the one before, and they can't get close to each other due to the evil magic. The only chance Barovia has is for each Hero to assault the castle individually. Clear as much of the way as possible so that if you fall, one of your companions can finish the mission. You believe that if you can defeat three of Strahd's allies, you will break the invasion and save Barovia. You are the closest to the castle, so you must make the first assault!



ADVENTURE 8

Horror of the Howling Hag

The Heroes are trapped in the dungeon crypts by the Howling Hag. Now they have to find each other and a way out.

Goal: Find your companions defeat the Howling Hag, and put an end to her terrible ritual.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

Special Components in this Adventure: Crypt Corner 1-5 Dungeon Tile, Crypt Corner 6-10 Dungeon Tile, Crypt Corner 11-15 Dungeon Tile, Crypt Corner 16-20 Dungeon Tile, Arcane Circle Dungeon Tile, 20 Crypt Dungeon Tiles, Howling Hag Villain Card, Howling Hag figure, 20 Monster Tokens (5 Howling Hag tokens, 5 2-Monster tokens, 5 1-Monster tokens, 5 0-Monster tokens), 5 Time tokens.

Find the following 20 Monster tokens:

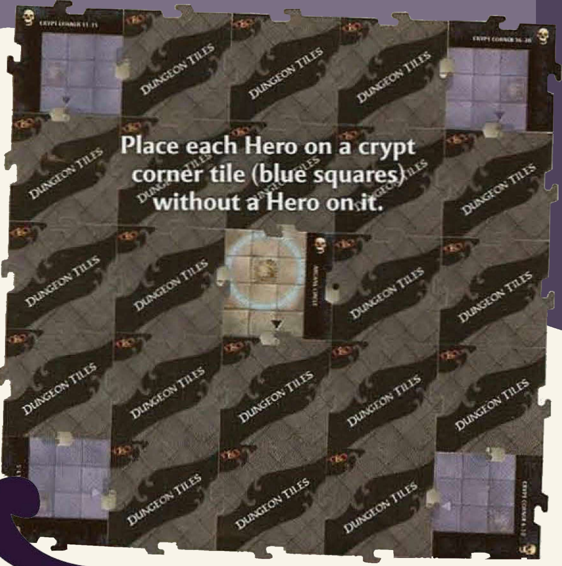
- Five Howling Hag tokens
- Five 2-Monster tokens
- Five 1-Monster tokens
- Five 0-Monster tokens

Shuffle the **20 Monster tokens** and place them in the box top or a cup so that you can randomly draw the tokens when you place new Dungeon Tiles.

Find the **20 Crypt tiles** (Dungeon Tiles marked with a skull, but not the Crypt Corner tiles) and shuffle them. This is the Dungeon Tile stack for this adventure.

Find the four **Crypt Corner** tiles and the **Arcane Circle** tile and place them in the layout shown below. You can turn Dungeon Tiles not used in this adventure face down and use them to help determine where to place the Crypt Corner tiles.

Place each Hero on a Crypt Corner tile. You can only place two Heroes on a Crypt Corner tile if there are five Heroes in this adventure.


Place each Hero on a crypt corner tile (blue squares) without a Hero on it.

Special Adventure Rules

This adventure has no Start tile. Discard any Encounter Card that refers to a Start tile being in play and draw a new Encounter Card to replace it.

When you would place a new Monster, instead draw a Monster token and place the indicated number of new Monsters on the tile. If the Monster token is a Howling Hag, find the Howling Hag Villain card and place the Howling Hag figure on the bone pile on that tile. The Howling Hag activates at the start of each Hero's Villain Phase.

After the Howling Hag appears in play, subsequent Howling Hag Monster tokens indicate that the Howling Hag teleports to a new location. Place the Howling Hag figure on the bone pile of the new tile.

If the Howling Hag is defeated but there are still Time tokens in play (see below), then the next time a player draws a Howling Hag Monster token, the Howling Hag returns at full strength to harass the Heroes.

You cannot explore outside of the specified 5 x 5 area (as shown in the layout). If you draw an Encounter Card that has you draw an additional tile from the 20-card Tile stack, you must place it in the 5 x 5 area.

When a Hero reveals the Arcane Circle, you have found where the Howling Hag's ritual is taking place. Do the following:

- Place 5 Time tokens on the Arcane Circle tile.
- If a Hero starts and ends his or her Hero's Phase on the Arcane Circle tile, remove 1 Time token from that tile.

Victory: The Heroes win the adventure by defeating the Howling Hag and disrupting the ritual by making sure there are no Time tokens remaining on the Arcane Circle tile.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. The Heroes also lose if there is no path available to reach the Arcane Circle tile.

When You Start the Adventure, Read:

The Howling Hag, an ally of Strahd, has used her magic to trap you in different parts of the dungeon crypt. "This will keep you busy while I complete the ritual as Strahd commanded," she muttered as she teleported you away. Now you have to navigate the maze of corridors to find each other. Moreover, you need to find the Howling Hag and stop her from completing her ritual.

ADVENTURE 9

Gauntlet of Terror

Strahd's armies stir in the deeps. The Heroes must slay the monsters before they can slip out of the crypts to destroy the helpless village below Castle Ravenloft.

Goal: Prevent Strahd's Monsters from leaving the dungeon and attacking the village.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, 20 Monster Tokens (2 3-Monster tokens, 5 2-Monster tokens, 8 1-Monster tokens, 5 0-Monster tokens), 5 Hit Point tokens.

Find the following 20 Monster tokens:

- Two 3-Monster tokens
- Five 2-Monster tokens
- Eight 1-Monster tokens
- Five 0-Monster tokens

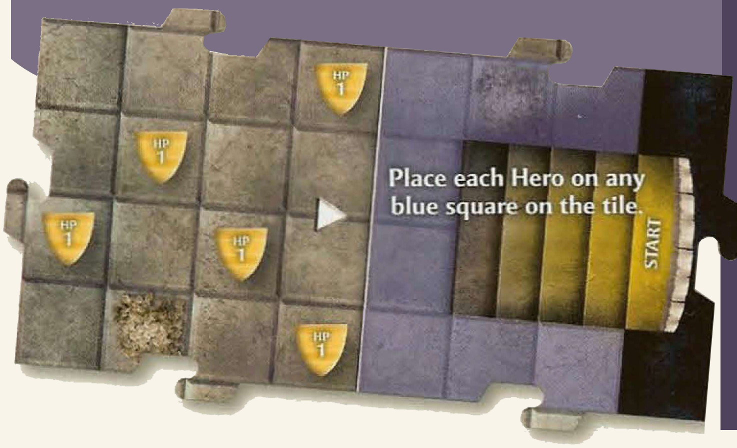
Shuffle the **20 Monster tokens** and place them in the box top or a cup so that you can randomly draw them.

Place the Start tile on the table. Place each Hero on a square adjacent to the stairway on the Start tile.

Shuffle the Dungeon Tile stack and take out 15 tiles. One at a time, each player takes a turn placing one of those tiles adjacent to the unexplored edge that is closest to the Start tile until all 15 tiles have been placed.

Randomly place one of the Monster tokens from the box top face down on each of the tiles. Don't place a Monster token on the Start tile or on any tile adjacent to the Start tile. When you are finished, there should be 10 Monster tokens, face down, on the tiles.

Place 5 **Hit Point tokens** on the Start tile.


HP 1
HP 1
HP 1
HP 1
HP 1
Place each Hero on any blue square on the tile.
START

Special Adventure Rules

When an active Hero moves within 1 tile of a tile with a face-down Monster token on it, or onto a tile with a face-down Monster token on it, flip that token over. If the revealed number is "0" there are no Monsters on the tile. If the number is "1" "2," or "3," draw the indicated number of Monster cards and place the Monster figures on that tile. Discard the token. Then place a new Monster token from the box top face down on any tile (except for the Start tile) that doesn't have a Monster token on it.

During each Exploration Phase, the active player chooses one Monster token in play and moves it 1 tile in the direction the arrow on the token's tile is pointing.

When a Monster activates, if you reach the "Otherwise" tactic on its card, the Monster instead moves 1 tile in the direction the arrow on its tile is pointing.

When a Monster is on the Start tile at the end of a Villain Phase, it leaves the dungeon and ransacks the town. When it leaves, remove 1 Hit Point token from the Start tile and remove that Monster from play. The Heroes do not gain Experience Points for a Monster that leaves the dungeon.

Victory: The Heroes win the adventure by defeating 20 Monsters. Use the Monster Cards to keep track of defeated Monsters.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining. The Heroes also lose if there are no Hit Point tokens remaining on the Start tile.

When You Start the Adventure, Read:

Rumors abound that Strahd plans to launch an offensive against the town this very night! You must enter the dungeon crypts and rout the gathered monsters before too many of them emerge to attack the town.

When a Monster Leaves the Dungeon, Read:

The screams of the people of Barovia can be heard from the town below as one of Strahd's monsters rampages through the streets. You hear Strahd's voice echo through the dark chambers: "Good, good. Destroy Barovia, my minions! Destroy them all!"

ADVENTURE 10

Blood and Fog

The Heroes must find another way out of the dungeon beneath Castle Ravenloft.

Goal: Find the Secret Stairway tile and escape from the dungeon.

Number of Heroes: 2-5 Heroes (group adventure).

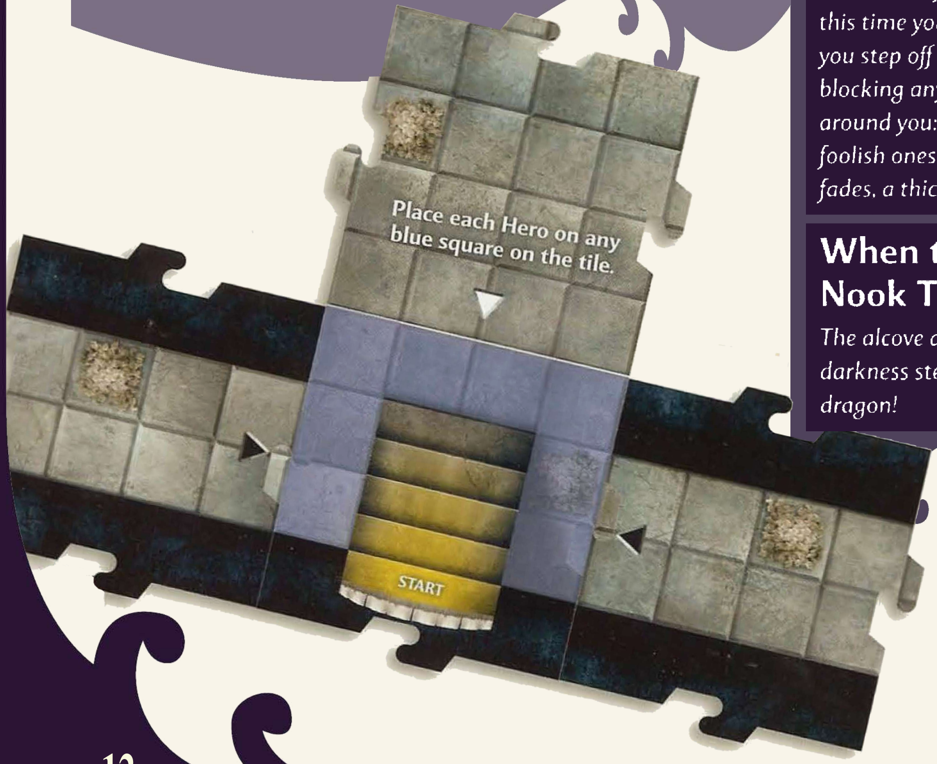
Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, 2 Hallway Dungeon Tiles, Secret Stairway Dungeon Tile, Rotting Nook Dungeon Tile 10 Encounter Cards (Blood Fog, Choking Fog, Circle of Death, Crippling Miasma, Frenzy, Haunted Mists, Icy Corridor, Mists of Terror, Overrun, Reinforcements), Zombie Dragon Villain Card, Zombie Dragon figure.

Place the **Start** tile on the table. Place the two **Hallway** tiles adjacent to the Start tile.

Place the Heroes on any square adjacent to the stairway on the Start tile.

Take the **Rotting Nook** tile and the **Secret Stairway** tile from the Dungeon Tile stack and set them aside. Shuffle the rest of the Dungeon Tile stack. Take 4 tiles from it, and shuffle the Rotting Nook into those tiles and set them aside. Take 3 more tiles from the Dungeon Tile stack, and shuffle the Secret Stairway into those tiles. Then, without looking at any of the tiles, put the shuffled Secret Stairway and 3 tiles under the 5 tiles containing the Rotting Nook. Then put the 9 tiles back into the Dungeon Tile stack, placing them after the fifth tile.


Place each Hero on any blue square on the tile.
START

Find and set aside the following 10 Encounter Cards: Blood Fog, Choking Fog, Circle of Death, Crippling Miasma, Frenzy, Haunted Mists, Icy Corridor, Mists of Terror, Overrun, and Reinforcements.

Shuffle the Encounter Card deck, take 10 cards from it, and shuffle those cards with the 10 cards you set aside. Then put those 20 cards back on top of the Encounter Card deck.

Special Adventure Rules

Undead Monsters that have been defeated can't be used as Experience Points to cancel an Encounter Card. They can be used to level up a Hero.

When a Hero reveals the **Rotting Nook**, the Zombie Dragon appears. Instead of drawing a Monster Card for the tile, find the **Zombie Dragon Villain Card** and place the **Zombie Dragon** figure on the Rotting Nook tile. The Zombie Dragon activates at the start of each Villain Phase.

When a Hero ends his or her Hero Phase on the stairway on the **Secret Stairway** tile, he or she escapes the dungeon. Remove that Hero from play. That Hero can't re-enter the dungeon and no longer takes a Hero Phase or Exploration Phase. That Hero does continue to activate Monsters and Traps during his or her Villain Phase.

Victory: The Heroes win the adventure when all of the Heroes escape via the stairs on the Secret Stairway tile.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

Once more you brave the dangers of Castle Ravenloft, hoping that this time you will find and destroy the dreaded Strahd. As soon as you step off the stairs, however, great stones slide into the passage, blocking any hope of escape. A voice echoes from the darkness around you: "You have interfered with my plans for the last time, foolish ones. Now this dungeon will be your tomb!" As the voice fades, a thick mist begins to rise. You must find another way out!

When the Heroes Reveal the Rotting Nook Tile, Read:

The alcove ahead smells of rotting meat and death. Out of the darkness steps a dragon, its flesh withered and ripped. It's a zombie dragon!

ADVENTURE 11

Rampaging Golem

The Heroes must either pacify or destroy Strahd's newest servant, a powerful Flesh Golem.

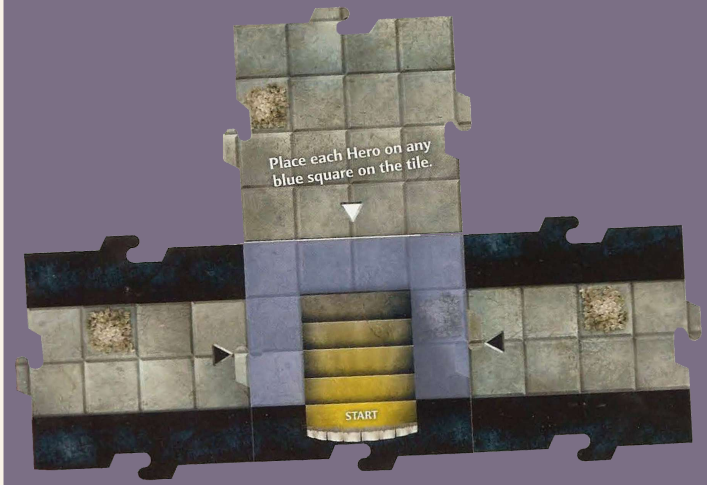
Goal: Destroy or pacify the Flesh Golem.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, two Hallway Dungeon Tiles, Workshop Dungeon Tile, the Flesh Golem Villain Card, the Flesh Golem figure, 6 Item tokens (Ani-mal, Food Mirror, Portrait, Skull, Torch), 6 Reaction tokens.

Place the **Start** tile on the table. Place the two **Hallway** tiles adjacent to the Start tile, as shown.


Place each Hero on any blue square on the tile.
START

Place each Hero on a square adjacent to the stairway on the Start tile.

Take the **Workshop tile** from the Dungeon Tile stack and set it aside. Shuffle the rest of the Dungeon Tile stack, take 3 tiles from it, and shuffle the Workshop into those tiles. Then, without looking at any of the tiles, put the shuffled Workshop and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Workshop tile will appear between the 9th and 12th tile drawn.)

Find the following 6 Item tokens: Animal, Food, Mirror, Portrait, Skull, and Torch. Shuffle the 6 Item tokens and place them in the box top or a cup so that you can randomly draw the tokens.

Find the 6 Reaction tokens, shuffle them, and put them face down on each circle on the **Item Track** below.

Special Adventure Rules

Workshop Tile: When a Hero reveals the Workshop, do the following:

- ✦ Instead of drawing a Monster Card for the tile, find the **Flesh Golem Villain Card** and place the **Flesh Golem** figure on the bone pile on the **Workshop** tile. The Flesh Golem activates at the start of the each Villain Phase.

In this adventure, each Hero can also take the following actions during his or her Hero Phase.

- ✦ When a Hero would draw a Treasure Card, that Hero can take a token from the Item tokens in the box top instead, gaining that item.

- ✦ A Hero can spend 5 Experience Points to reveal one of the face-down Reaction tokens.

- ✦ Instead of attacking, a Hero on the Flesh Golem's tile can try to calm the Flesh Golem by showing it an item. When this happens, take the Reaction token for the correspond-ing item on the Item Track and place it face up on the Flesh Golem's card, then remove that Item token from play.

Reaction Tokens: The Reaction tokens show how a particular item causes the Flesh Golem to react.

If the token shows "**Calm**," that item has a soothing effect on the Flesh Golem. When you have placed three "Calm" tokens on the Flesh Golem, the Flesh Golem becomes pacified.

If the token shows "**Rage**," that item enrages the Flesh Golem. All Heroes on the same tile as the Flesh Golem take 1 damage. Discard the "Rage" token.

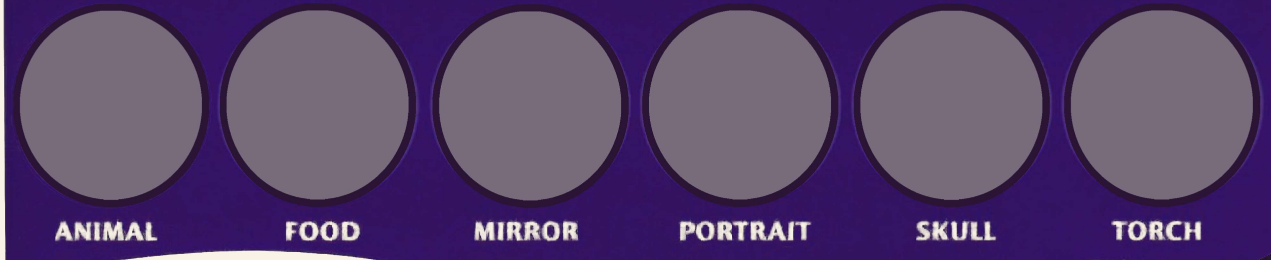
Victory: The Heroes win the adventure when they have placed three "Calm" tokens on the Flesh Golem and pacified it, or when they reduce the Flesh Golem to 0 Hit Points.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

You have learned that Strahd has been secretly constructing a Flesh Golem in his workshop beneath Castle Ravenloft. The mystic Madam Eva has explained that normal items found throughout the dungeon, such as mirrors and portraits, can have a soothing effect on the Flesh Golem. "You can calm the creature, or you can destroy it," Madam Eva explains. "Be careful, however, for some items can have the opposite effect on such creatures." Now you descend into the dungeon crypts to once more disrupt Strahd's evil plans . . .

ITEM TRACK



ADVENTURE 12
The Hunt for Strahd, Part 1

The Heroes search for the secret passage that leads to Strahd's hid-den resting place.

Goal: Defeat Strahd's bodyguard and find the secret passage that leads to the final encounter with the vampire lord.

Number of Heroes: 2-5 Heroes (group adventure).

Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Arcane Circle Dungeon Tile, Secret Stairway Dungeon Tile, 6 Item tokens (Silver Dagger, Wooden Stake, Feywalk Amulet, Torch, Holy Water, Dimensional Shackles), 5 Monster tokens and the corresponding Villain Cards and Monster figures (Kobold Sorcerer, Howling Hag, Werewolf, Flesh Golem, Zombie Dragon), Strahd Villain Card, Strahd figure.

Place the **Start** tile on the table. Place each Hero on a square adjacent to the stairway on the Start tile.

Remove the **Strahd's Crypt** tile from the tile stack and set it aside. It isn't used in this adventure.

Take the **Arcane Circle** tile and the **Secret Stairway** tile from the Dungeon Tile stack and set them aside. Shuffle the rest of the Dungeon Tile stack. Take 3 tiles from it, and shuffle the Arcane Circle into those tiles and set them aside. Take 3 more tiles from the Dungeon Tile stack, and shuffle the Secret Stairway into those tiles. Then, without looking at any of the tiles, put the shuffled Secret Stairway and 3 tiles under the 4 tiles containing the Arcane Circle. Then put the 8 tiles back into the Dungeon Tile stack, placing them after the 4th tile.

Find the following **6 Item tokens**: **Silver Dagger**, **Wooden Stake**, **Feywalk Amulet**, **Torch**, **Holy Water**, and **Dimensional Shackles**. Shuffle those tokens and place them in the box top or a cup so you can draw them randomly. Find each item's corre-sponding Treasure Card and set those cards aside, then shuffle the rest of the Treasure Card deck.

Find the following **5 Monster tokens**: **Kobold Sorcerer**, **Howl-ing Hag**, **Werewolf**, **Flesh Golem**, and **Zombie Dragon**. Shuffle those tokens and put them face down on the table, creating a Villain stack.

Special Adventure Rules

Whenever a Hero explores and draws a new dungeon tile with a black arrow, he or she places an Item token drawn randomly from the box top on that tile. A Hero that ends his or her Hero Phase adjacent to an Item token can pick up that item and its associated Treasure Card.

Arcane Circle: When a Hero reveals the Arcane Circle, do the following:

- Instead of drawing a Monster Card for the tile, draw a token from the Monster stack, find the Villain Card for the revealed Monster, and place that Villain figure on the bone pile on the **Arcane Circle** tile. This is Strahd's Bodyguard. The Bodyguard activates at the start of each player's Villain Phase.

Secret Stairway: When a Hero reveals the Secret Stairway, do the following:

- Instead of drawing a Monster Card for the tile, find the **Count Strahd Villain Card** and place the Strahd figure on the bone pile on the **Secret Stairway** tile. Strahd activates at the start of each player's Villain Phase.

Victory: The Heroes win the adventure when they defeat Strahd and Strahd's Bodyguard.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

You are finally prepared to hunt for the lair of Strahd the vampire lord. Now you must enter the dungeon crypts and search for the secret passage that leads to Strahd's resting place. But beware, the way is most assuredly guarded against your approach . . .

When the Heroes Defeat Strahd, Read:

The vampire lord screams in rage. "You cannot destroy me in so crude a manner," Strahd gasps as his form turns to mist. The mist momentarily takes the shape of a huge bat, and then it floats down the Secret Stairway into utter darkness . . .

ADVENTURE 13

The Hunt for Strahd, Part 2

The Heroes must follow the weakened Strahd into his secret crypt to destroy the vampire lord once and for all.

Goal: Find Strahd's coffin and destroy the vampire lord.

Number of Heroes: 2-5 Heroes (group adventure).

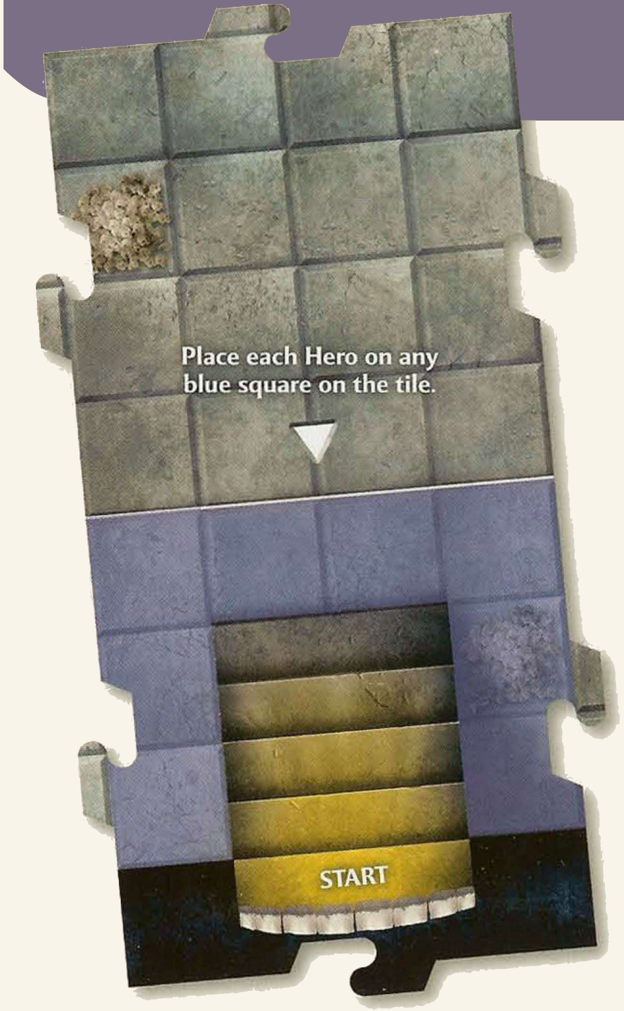
Adventure Setup

Special Components in this Adventure: Start Dungeon Tile, Strahd's Crypt Dungeon Tile, 10 Coffin tokens, Strahd Villain Card, Strahd figure.

Place the **Start** tile on the table. Place each Hero on a square adjacent to the stairway on the Start tile.

Find 10 **Coffin tokens**. Shuffle those tokens and place them in the box top or a cup so that you can draw them randomly.

Take the **Strahd's Crypt** tile from the Dungeon Tile stack and set it aside. Shuffle the rest of the Dungeon Tile stack, take 3 tiles from it, and shuffle the Strahd's Crypt tile into those tiles. Then, without looking at any of the tiles, put the shuffled Strahd's Crypt and 3 tiles into the Dungeon Tile stack after the 8th tile. (This way, the Strahd's Crypt tile will appear between the 9th and 12th tile drawn.)


Place each Hero on any blue square on the tile.
START

Special Adventure Rules

Whenever a Hero explores and draws a new dungeon tile, he or she places a Coffin token face down on that tile. A Hero that ends his or her Hero Phase adjacent to a Coffin token can investigate that Coffin. The Hero flips the Coffin token over and follows the instructions on it.

If the Coffin token revealed says "Strahd Appears," place the Strahd figure on the bone pile on that tile. The Heroes have found one of Strahd's resting places. Strahd activates at the start of each player's Villain Phase.

A Hero can destroy a Coffin after investigating it.

If Strahd moves to a tile with an undestroyed coffin, he regains 2 Hit Points at the start of each player's Villian Phase while that coffin remains undestroyed.

Strahd's Crypt: When a Hero reveals Strahd's Crypt, do the following:

- If Strahd is not in play, instead of drawing a Monster Card for this tile, find the Count Strahd Villain Card and place the Strahd figure on the bone pile on the Strahd's Crypt tile. Strahd activates at the start of each player's Villain Phase.
- If Strahd is in play, place the Strahd figure on the bone pile on the Strahd's Crypt tile. He returns to full Hit Points and makes his last stand from his crypt.
- Place a Coffin token (if any remain) face down on the tile.

Victory: The Heroes win the adventure when they defeat Strahd and destroy all of the Coffins.

Defeat: The Heroes lose this adventure if any Hero has 0 Hit Points at the start of his or her turn and there are no Healing Surge tokens remaining.

When You Start the Adventure, Read:

You follow the mist down into the bowels of the castle and discover a series of chambers and a multitude of coffins. Strahd could be hidden in any of them! The time has come to end this threat once and for all . . .

When the Heroes Defeat Strahd, Read:

Strahd finally falls, defeated by your unrelenting attacks. The vampire lord's body turns to dust, and a sudden peace pervades the castle. The thick mists begin to part, and the town of Barovia can finally rest easy. The long night is finally over . . .

CASTLE RAVENLOFT
BOARD GAME

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